Bard College of the Spellshaper

Subclass
I'd love some feedback on this- a bardic college focused on twisting and shaping spells.

College of Spellshapers
A student of the College of Spellshapers learns to use her intuitive insight into magic to twist and alter spells in ways others can't. Similar to yet distinct from sorcerous metamagic, a spellshaper's abilities let her affect spells cast both by herself and by others.

BASIC SPELLSHAPING Starting when you join this college at 3rd level, when you or a creature you can see within 60' casts a spell that deals damage, you can use your reaction to spend one bardic inspiration die to either increase or decrease the damage the spell deals to one creature that it affects. The increase or decrease is equal to the result of your inspiration die roll and applies after any saving throw, but before any damage resistance, vulnerability, or immunity is applied. You can only increase the damage to a creature that actually takes damage from the spell, and additional damage is the same type(s) dealt by the spell. You can reduce the damage a creature takes to no less than 0 points.

Alternatively, when you or a creature you can see within 60' casts a spell with a range measured in feet, you can use your reaction to spend one bardic inspiration die to increase the spell's range. The range increases by 5' x the result of the inspiration die.

ADVANCED SPELLSHAPING
Beginning at 6th level, you learn advanced spellshaping techniques that allow you to modify spells in more profound ways.

When you or a creature you can see within 60' casts a spell that deals damage, you can use your reaction to spend one bardic inspiration die to change the type of damage dealt by the spell to acid, cold, fire, lightning, psychic, or thunder. The spell is otherwise unchanged.

Alternatively, when a creature you can see within 60' casts a spell that has a range measured in feet, you can use your reaction to spend one bardic inspiration die to reduce that spell's range by 5' x the result of the inspiration die. If this makes the spell's range shorter than the distance at which the caster intends for it to take effect, the spell takes effect at the maximum range of the spell.

MASTER SPELLSHAPING
At 14th level, your spellshaping abilities improve and expand.

When you spend a bardic inspiration die to modify the damage of a spell, you may now choose whether to apply its affects to each creature damaged by the spell.

In addition, when you or a creature you can see within 60' casts a spell that requires concentration, you can use your reaction to spend one bardic inspiration die. If you do so, any time the caster of that spell must make a saving throw to maintain concentration on it, that creature may roll a bardic inspiration die and add it to the result.

Alternatively, when you or a creature you can see within 60' casts a spell that targets one or more specific creatures, you can use your reaction to spend a bardid inspiratin die to cause the spell to target more creatures than normal. Roll your inspiration die; if you roll a 1 through 4, the spell affects one additional target. If you roll a 5 through 8, the spell affects two additional targets. If you roll a 9 or higher, the spell affects three additional targets.